

AMENDMENTS TO THE ABSTRACT:

Please amend the Abstract as follows:

A turning point marker 241 on a power gauge 24 and an impact point object 25 are displayed in a game image. The impact point object 25 is displayed according to the current lie. The turning point marker 241 is positioned away from the left end of the power gauge 24 depending on the difficulty of the shot. The moving direction of a cursor 244 moving along the power gauge 24 is reversed at the turning point marker 241. With the turning point marker 241, it is possible to clearly indicate to the player how limited the power available is under the current situation as compared with the situation where the maximum power is available, and thus how difficult it is to play the current situation is.